**FATHER JOHANN**

**INSIDIOUS MASTERMIND**

- **A6/1**
  - Grafted Claws
  - Electro Whip
  - Ionic Claw

- **A6/2**
  - Backblades - Reaction Strike

**SPECIAL ABILITIES**
- Commander
- Ghost in the Machine
- Never Panic
- Parry
- Psychogenic Invoker

**DOMINIQUE BELIEVER**

**FANATICAL BELIEVER**

- **A6/1**
  - Buzzblade
  - Buzzblade

**SPECIAL ABILITIES**
- Commander
- Dominican’s Playthins
- Ghost in the Machine
- Human Shield
- Incite

**OLD CRUSHER**

- **A6/2**
  - Reflector
  - Backblades

**SPECIAL ABILITIES**
- Commander
- Ghost in the Machine
- Never Panic
- Parry
- Psychogenic Invoker

**QUIETUS**

**FAVORED OF JOHANN**

- **A6/1**
  - Dual Katanas

**SPECIAL ABILITIES**
- Fueled by Combat
- Ghost in the Machine
- Masochist (Duel Katanas, RN: Arc)
- Parry
- Psychogenic Invoker

**Dexus**

**GIFTED PSYCHOPATH**

- **A6/1**
  - Ionic Claw

**SPECIAL ABILITIES**
- Commander
- Ghost in the Machine
- Superior Maintenance (2)
- Volatile Enhancement (+1 MV)
- Volatile Enhancement (+1 PW to melee attacks)

**COMMANDER**

- This model counts as having all Squadlink Keywords.
- **Crush**: If this attack hits, all further attacks this model makes against the target automatically hit this activation unless a malfunction is rolled. These hits may not be Parried.
- **GHOST IN THE MACHINE**: Enemy models within 2” of this model suffer -1 MAL to each attack with a MAL Value. Ghost in the Machine is cumulative.
- **NEVER PANIC**: This model may never gain Panic Counters.
- **PARRY**: When this model is targeted by melee attacks, after attack rolls are made, this model may make an AS Check. If the check is successful it may discard 1 non-critical hit from those attacks.
- **PSYCHOCENIC MASTER**: Twice per turn, this model may spend 1 AP to cast one of its psychogenics.
- **REACTION STRIKE**: Once per round, when an enemy comes within range of this attack, this model may perform this attack for free against that enemy. This free attack occurs before change attacks are resolved.
- **REND**: If all attacks from this assault group hit the same target, they gain 1 additional power multiplier for this attack.

**Decapitate**: If this attack Critically Hits, its target loses 1 additional HP.

**Fueled By Combat**: Once per round, when this model kills an enemy, it may make a PS Check. On a success, it may heal 1 HP.

**Ghost in the Machine**: Enemy models within 2” of this model suffer -1 MAL to each attack with a MAL Value. Ghost in the Machine is cumulative.

**Masochist**: At the start of this attack, this model may gain (x). If it does so, it loses 1 HP at the end of this activation.

**PARRY**: When this model is targeted by melee attacks, after attack rolls are made, this model may make an AS Check. If the check is successful it may discard 1 non-critical hit from those attacks.

**Psychogenic Invoker**: Once per turn, this model may spend 1 AP to cast one of its psychogenics.

**Medusa**: Models hit by this attack gain 1 Disruption Counter.

**Disruption Counter**: This model’s attacks that have a MAL Value suffer -2 MAL per Disruption Counter. During the Lingering Effects Phase, roll 1d20 for each Disruption Counter, removing it on a roll of 10 or less.

**Ghost in the Machine**: Enemy models within 2” of this model suffer -1 MAL to each attack with a MAL Value. Ghost in the Machine is cumulative.

**Superior Maintenance**: (x) times per game, when a malfunction is rolled from a non-psychogenic attack, that model may ignore the malfunction. This ability functions even if this model is killed.

**Volatile Enhancement**: Other non-Character models this model squadlinks with may gain (x) this activation. If this is done, that model loses 1 HP at this end of this activation. A model may only benefit from Volatile Enhancement once per activation.

**Domaine**: Models hit by this attack gain 1 Stun Counter.

**Stun Counter**: (x) times per game, when a malfunction is rolled from a non-Character model this model squadlinks with, that model may ignore the malfunction. This ability functions even if this model is killed.

**Incite**: When this model Squadlinks, all other non-Character models in that link gain +2 AS to melee attacks this activation.

**Stun**: Models hit by this attack gain 1 Stun Counter.

**Stun Counter**: The next time this model activates, it immediately loses 1 AP, and then removes 1 Stun Counter. A model may only have 1 Stun Counter at any time.
**JUGGERNAUT**

**AG#1**
- [3] Huge Limbs
- [2] Power Fists
- [1] Scything Arms

**Special Abilities**
- Tough as Nails
- Ion Shield

**AG#2**
- [1] Grapple Gun

**NIGHTMARE JUGGERNAUT**

**AG#1**
- [1] Grafted Drills

"Behold, my masterpiece!"
-Dexus

**Special Abilities**
- Ambush
- Immune (Knockdown, Knockback)
- Non-Living
- Pack Attack
- Regeneration

**AG#2**
- [1] Machine Curse

**THRALL**

**AG#1**

**Special Abilities**
- Ghost in the Machine
- Psychogenic Invoker
- Psychogenic Resolve
- Superior Maintenance

**AG#2**
- [1] Machine Curse

**FALLEN ANGEL**

**AG#1**

**Special Abilities**
- Retaliation
- Psychogenic Neophyte (Master of Metal)

**AG#2**
- [1] Death’s Embrace

**JUGGERNAUT**

**AG#1**
- [2] Power Fists

**Special Abilities**
- Non-Shield
- Non-Living
- Tough as Nails

**AG#2**
- [1] Grapple Gun

**THRALL**

**AG#1**

**Special Abilities**
- Ghost in the Machine
- Psychogenic Invoker
- Psychogenic Resolve
- Superior Maintenance

**AG#2**
- [1] Machine Curse

**FALLEN ANGEL**

**AG#1**

**Special Abilities**
- Retaliation
- Psychogenic Neophyte (Master of Metal)

**AG#2**
- [1] Death’s Embrace

**BLED**: Living Models hit by this attack gain 1 Bleed Counter. 
**Bleed Counter**: During the Lingering Effects Phase roll a d20. On a result of 11+ this model loses 1 HP, otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

**BRUTAL**: The Parry special ability may not be used against this attack.

**HORRIBLE DEATH**: If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**ION SHIELD**: Each time this model is targeted by attacks, before attack dice are rolled, it may make a PS Check. On a success, the enemy targeting this model gains 1 Disruption Counter.

**Distruption Counter**: This model’s attacks that have a MAL Value suffer -2 MAL per Distruption Counter. During the Lingering Effects Phase, roll 1 d20 for each Disruption Counter, removing it on a roll of 10 or less.

**NON-LIVING**: This model may never gain Panic Counters. This model’s PS may never be modified by enemy effects.

**AMBUSH**: Do not deploy this model as normal. During any Preparation Phase after Round 1 you may deploy this model by choose a point on the battlefield and performing a scatter roll from that point. Positioning this model as close as possible to the location of the scatter. Models with Ambush that share a squadlink value may deploy using 1 scatter roll, placing the first model on the point and the rest within 4”.

**HORRIBLE DEATH**: If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**IMMUNE**: This model may never be affected by (x).

**NON-LIVING**: This model may never gain Panic Counters. This model’s PS may never be modified by enemy effects.

**PACK ATTACK**: This model’s melee attacks roll a number of dice to hit equal to their current remaining HP.

**REGENERATION**: At the start of this model’s activation, it heals 1 HP. When this model is reduced to 0 HP it is not killed, but instead gains 1 Regeneration Counter. If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**DISRUPTION**: Models hit by this attack gain 1 Disruption Counter.

**GHOST IN THE MACHINE**: Enemy models within 2" of this model suffer -1 MAL to each attack with a MAL Value. Enemy models within 4" of this model suffer -2 MAL to each attack with a MAL Value. Ghost in the Machine is cumulative.

**PSYCHOCENIC INVOKER**: Once per turn, this model may spend 1 AP to cast one of its psychogenics.

**PSYCHOCENIC RESOLVE**: (x) times per game, when a malfunction is rolled from a psychogenic, that model may ignore the malfunction. This ability functions even if this model is killed.

**REGEN**: If all attacks from this assault group hit the same target, they gain 1 additional power multiplier for this attack.

**SUPERIOR MAINTENANCE**: (x) times per game, when a malfunction is rolled from a non-psychogenic attack, that model may ignore the malfunction. This ability functions even if this model is killed.

**BLEED**: Living Models hit by this attack gain 1 Bleed Counter.

**Bleed Counter**: During the Lingering Effects Phase roll a d20. On a result of 11+ this model loses 1 HP, otherwise, remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

**Psychogenic Neophyte**: This model may spend 1 AP to cast the (x) psychogenic.

**Reaction Strike**: Once per round, when an enemy comes within range of this attack, this model may perform this attack for free against that enemy. This free attack occurs before charge attacks are resolved.

**RETALIATION**: When an enemy misses this model with a melee attack, and this model has not been killed, after all attacks are resolved this model may select 1 of its attacks and perform it against that enemy.
GRAFTER'S APPRENTICE

**Grafted Weapon**
- Crush

```
AG#1  AS  RF  PW  RN  MAL
[1]   6   0   6  18
```

"We do the master's bidding."

**Special Abilities**
- Commander
- Ghost in the Machine
- Psychogenic Neophyte (1 Metamorphosis Psychogenic)
- Volatile Enhancement (Charge Attacks: Disruption)

**COMMANDER:** This model counts as having all Squadlink Keywords.

**CRUSH:** If this attack hits, all further attacks this model makes against the target automatically hit this activation unless a malfunction is rolled. These hits may not be Parried.

**DISRUPTION:** Models hit by this attack gain 1 Disruption Counter. Disruption Counter: This model's attacks that have a MAL Value suffer -2 MAL per Disruption Counter. During the Lingering Effects Phase, roll 1 d20 for each Disruption Counter, removing it on a roll of 10 or less.

**GHOST IN THE MACHINE:** Enemy models within 2" of this model suffer -1 MAL to each attack with a MAL Value. Ghost in the Machine is cumulative.

**PSYCHOGENIC NEOPHYTE(s):** This model may spend 1 AP to cast the (s) psychogenic.

**VOLATILE ENHANCEMENT(s):** Other non-Character models this model squadlinks with may gain (x) this activation. If this is done, that model loses 1 HP at the end of this activation. A model may only benefit from Volatile Enhancement once per activation.

DOMINIQUE'S CHALICA

**Crude Club**

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AG#1  AS  RF  PW  RN  MAL
[1]   5   3  0   -
```

**Grafted Claw**

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AG#2  AS  RF  PW  RN  MAL
[1]   5   3  0  18
```

**Special Abilities**
- Ghost in the Machine
- Masochist (Grafted Claw: Crush)
- Sadistic

**May only be created via the Dominique's Playthings special ability.**

**CRUSH:** If this attack hits, all further attacks this model makes against the target automatically hit this activation unless a malfunction is rolled. These hits may not be Parried.

**GHOST IN THE MACHINE:** Enemy models within 2" of this model suffer -1 MAL to each attack with a MAL Value. Ghost in the Machine is cumulative.

**MASOCHIST(s):** At the start of this activation, this model may gain (s). If it does so, it loses 1 HP at the end of this activation.

**SADISTIC:** This model’s melee attacks gain +2 PW when targeting a model with a Panic Counter.
**Gift of Evolution (Meta)**

Whenever a model’s attack MALS, a friendly Cult of Metamorphosis model within 8” may make a PS Check to gain an Energize Counter (if they do not already have one). Energize Counter is automatically discarded at the beginning of a model’s activation to give it +1 AP.

**Energize Counter**

This model’s attacks that have a MAL Value suffer -2 MAL per Energize Counter.

**MALFUNCTION**: Caster suffers 1 automatic PW 4 hit and is automatically knocked Prone.

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**Master of Metal**

**Gift of Evolution (Meta)**

When this attack is selected choose either Knockback(14) or Pull(14).

**KNOCKBACK**: When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the target is moved directly away 6”.

**Pull**: When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or under (x) then the model hit is moved directly toward this model until it is in base contact, or comes in contact with another model or a terrain piece it cannot cross. Reduce (x) by 2 for every size smaller the attacking model is than the target and increase (x) by 2 for every size larger the attacking model is than the target.

**MALFUNCTION**: As normal.

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**Ion Storm**

**Psychogenic (Meta)**

Models hit by this attack gain 1 Disruption Counter.

**Disruption Counter**: This model’s attacks that have a MAL Value suffer -2 MAL per Disruption Counter. During the Lingering Effects Phase, roll 1 d20 for each Disruption Counter, removing it on a roll of 10 or less.

**MALFUNCTION**: As normal.

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**Machine Savant**

Models gains Superior Maintenance (3) special ability at all times. If it already had Superior Maintenance (x), it gains +3 to (x).

**Superior Maintenance**: (a) times per game, when a malfunction is rolled from a non-psychogenic attack, that model may ignore the malfunction. This ability functions even if this model is killed.

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**Machine’s Lie**

Models hit by this attack gain 1 Machine’s Lie Counter.

**Machine’s Lie Counter**: When this model rolls a malfunction from a non-psychogenic attack, the resulting automatic hit gains an additional power multiplier and the Machine’s Lie Counter is removed. A model may only possess one Machine’s Lie Counter at a time.

**MALFUNCTION**: Caster takes 1 automatic PW 6 hit.

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**Ion Shield**

This model gains the Ion Shield special ability at all times.

**Ion Shield**: Each time this model is targeted by attacks, before attack dice are rolled, it may make a PS Check. On a success, the enemy targeting this model gains 1 Disruption Counter.

**Disruption Counter**: This model’s attacks that have a MAL Value suffer -2 MAL per Disruption Counter. During the Lingering Effects Phase, roll 1 d20 for each Disruption Counter, removing it on a roll of 10 or less.

**MALFUNCTION**: As normal.

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**Machine’s Blessing**

If successful, target model’s owner must add the Empower weapon ability to one of its assault groups and lower its MAL by -2. Attacks without a MAL value gain MAL 19. These effects last until the end of the target model’s next activation.

**Empower**: This attack gains 1 additional power multiplier each time it is used after the first. These bonus power multipliers last until the next Lingering Effects Phase.

**MALFUNCTION**: Caster takes 1 automatic PW 6 hit.